

E2  
cont.  
software instructions for correlating each viewing angle with a texture map tile corresponding to the viewing angle; and

software instructions for simultaneously rendering the texture map tiles corresponding to the viewing angles at the adjacent regions on the computer display screen to form the texture map on the image surface.

37. (Amended) In a computer readable medium, computer software instructions for applying a texture map to an image surface in a graphics image rendered on a computer display screen, comprising:

software instructions for identifying plural adjacent regions of the image surface to which regions the texture map is to be applied;

E3  
software instructions for determining a viewing angle for each of the plural regions;

software instructions for correlating each viewing angle with a texture map tile corresponding to the viewing angle for each region is of a predetermined tile structure and includes an oblique parallel projection of the predetermined tile structure; and

software instructions for rendering the texture map tiles at the adjacent regions on the computer display screen to form the texture map on the image surface.

Remarks

Claims 1-39 are in the application and are allowed. Claims 1, 16, 27, and 34 are in independent form. Reconsideration is requested.

The disclosure is objected to because of the following informalities. Page 17, line 2 of the specification refers to an object plane 1114, which is not shown in Fig. 11. Applicants note that a corresponding reference numeral is also inadvertently omitted from Fig. 12. Applicants submit for the Examiner's approval copies of Figs. 11 and 12 highlighting proposed corrections in red. Formal copies of Figs. 11 and 12 are also submitted.